ABSTRACT

Selective edge softening and selective edge dithering is introduced into an image representation to improve local control where halo problems are expected. Selective areas of dilation are isolated and separately dithered or halftoned, the result of which is then swapped back into or substituted for the stored original image. In this manner misregistration and color plane-to-plane interactions can be compensated for in plural image forming station architecture systems. The same technique is also valuable in monochrome systems as an aid to overcoming edge displacement and slow toner problems when the selective edge softening is selectively applied to edges which are in particular perpendicular to the fast scan direction.